

## CLAIMS

1. A video game program for causing a computer to implement a video game that can be executed by means of a controller, in which a character and a moving object are displayed on a monitor, and the moving object is dispatched by the character, the video game program comprising:

- a first request receiving function for receiving an operation initiation request from the controller in order to cause the character to initiate a dispatch operation until the moving object is dispatched;

- an operation display function for displaying the dispatch operation of the character on the monitor when the first request receiving function has received the operation initiation request;

- a second request receiving function for receiving a request to dispatch the moving object from the controller when the dispatch operation of the character is displayed on the monitor by the operation display function;

- a moving object control function for controlling the movement of the moving object according to the timing at which the second request receiving function received the dispatch request; and

- a moving object display function for displaying the moving object controlled by the moving object control function on the monitor.

2. The video game program according to Claim 1, further comprising a third request receiving function for receiving a destination indicating request and a trajectory properties specifying request from the controller in order to indicate the destination and to specify the trajectory properties of the moving object up to the destination, before the first request receiving function receives the operation initiation request;

- wherein the moving object control function controls the movement of the moving object according to the destination indicating request and trajectory properties specifying request received by the third request receiving function.

3. The video game program according to Claim 1 or 2, further comprising a dispatch storing function for storing dispatch information for the character;

- wherein the moving object control function references the dispatch information stored in the dispatch storing function and controls the movement of the moving object.

4. The video game program according to any one of Claims 1 to 3, wherein the moving object control function establishes the extent of the displacement of the moving object at the destination of the moving object and controls the movement of the moving object, in accordance with the dispatch position of the moving object at the character at the time at which the second request receiving function has received the dispatch request.

5. The video game program according to any one of Claims 1 to 4, further comprising a first timing display function for displaying a timing indicator that shows the timing at which the moving object is to be dispatched, after the first request receiving function has received the operation initiation request.

6. The video game program according to Claim 5, wherein the timing indicator is displayed in conjunction with the dispatch operation of the character.

7. The video game program according to any one of Claims 1 to 6, further comprising a second timing display function for displaying, with text or an image, favorable or unfavorable results of the timing at which the moving object was dispatched.

8. The video game program according to any one of Claims 1 through 7, wherein the speed of the moving object is determined by operating the controller from when the first request receiving function receives the operation initiation request until the second request receiving function receives the dispatch request.

9. A video game device which can execute, by means of a controller, a video game in which a character and a moving object are displayed on a monitor and the moving object is dispatched by the character, comprising:

first request receiving means for receiving an operation initiation request from the controller in order to cause the character to initiate a dispatch operation until the moving object is dispatched;

operation display means for displaying the dispatch operation of the character on the monitor when the first request receiving means has received the operation initiation request;

second request receiving means for receiving a request to dispatch the moving object from the controller when the dispatch operation of the character is displayed on the monitor by the operation display means;

moving object control means for controlling the movement of the moving object according to the timing at which the second request receiving means received the dispatch request; and

moving object display means for displaying the moving object on the monitor, the movement of the moving object controlled by the moving object control means.

10. A video game method that can execute, by means of a controller, a video game in which a character and a moving object are displayed on a monitor, and the moving object is dispatched by the character, comprising:

a first request receiving step for receiving an operation initiation request from the controller in order to cause the character to initiate a dispatch operation until the moving object is dispatched;

an operation display step for displaying the dispatch operation of the character on the monitor when the first request receiving step has received the operation initiation request;

a second request receiving step for receiving a request to dispatch the moving object from the controller when the dispatch operation of the character is displayed on the monitor in the operation display step;

a moving object control step for controlling the movement of the moving object according to the timing at which the second request receiving step received the dispatch request; and

a moving object displaying step for displaying the moving object on the monitor, the movement of the moving object controlled in the moving object controlling step.